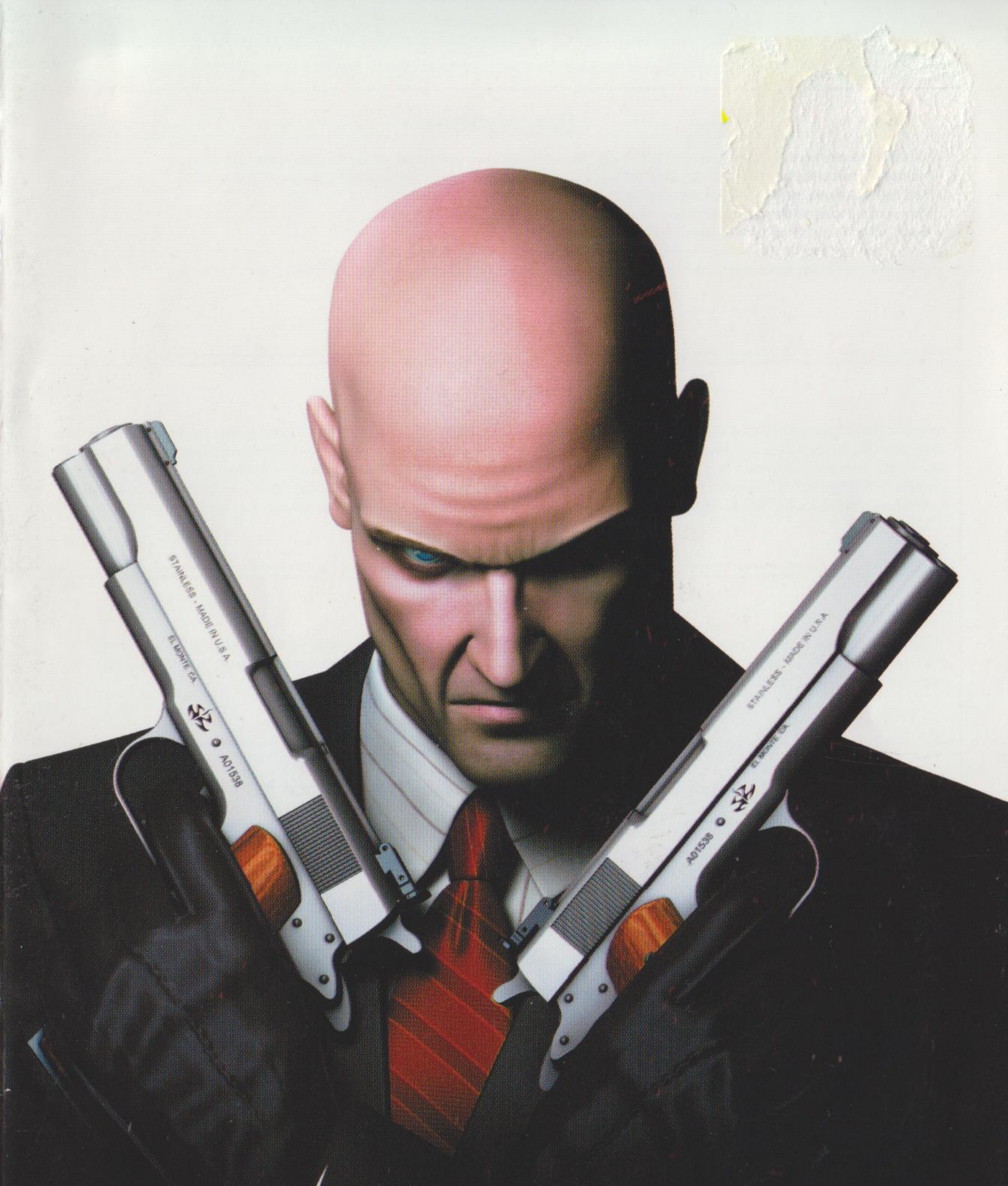

HITMAN™

CONTRACTS

IO-Interactive

eidos

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or ined disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

What is the PEGI age rating system?

Pan European Games Information (PEGI) is the age rating system for video games in Europe (except where, by law, other rating systems apply). PEGI comprises two separate but complementary elements. The first is an age rating:-

The second is icons describing the type of content in the game. Depending on the type of game, there may be a number of such icons. The age rating of the game is appropriate to the intensity of the content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

PEGI will allow parents and those purchasing games for children to choose games appropriate to the age of the intended player. For further information visit http://www.pegi.info

SLES 52132

• 1 Player • Memory Card (8MB) (for PlayStation® 2): 500KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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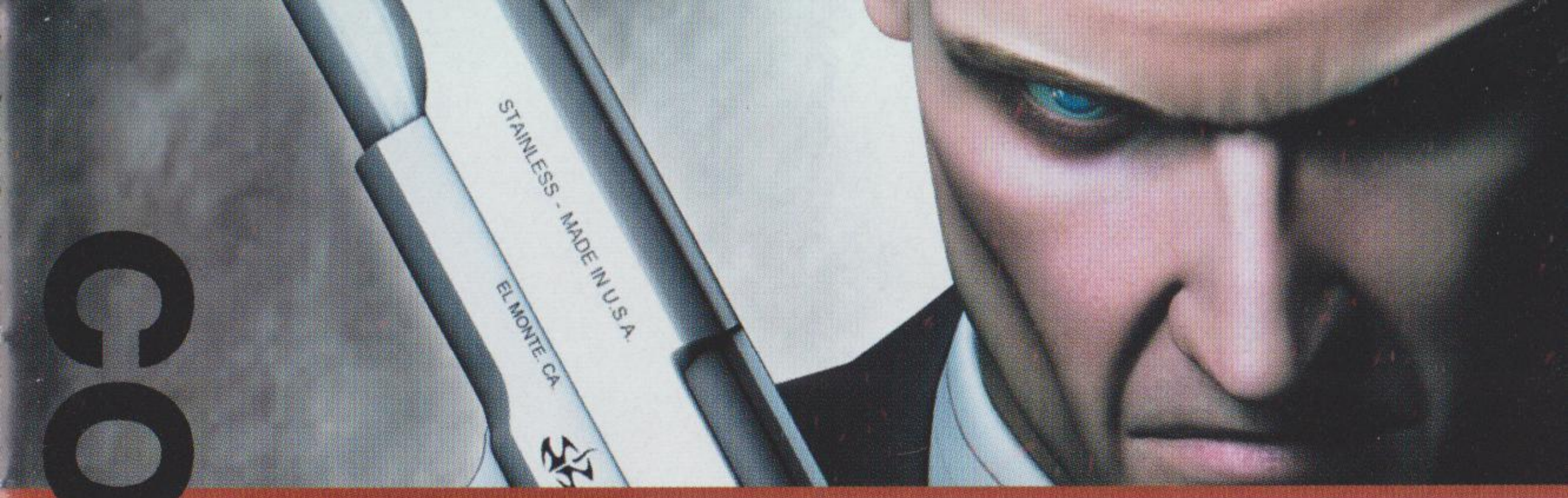

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SETTING UP

SETTING UP

PlayStation®2 Computer Entertainment System

It is advised that you do not insert or remove accessories or peripherals once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button and the disc tray will open.

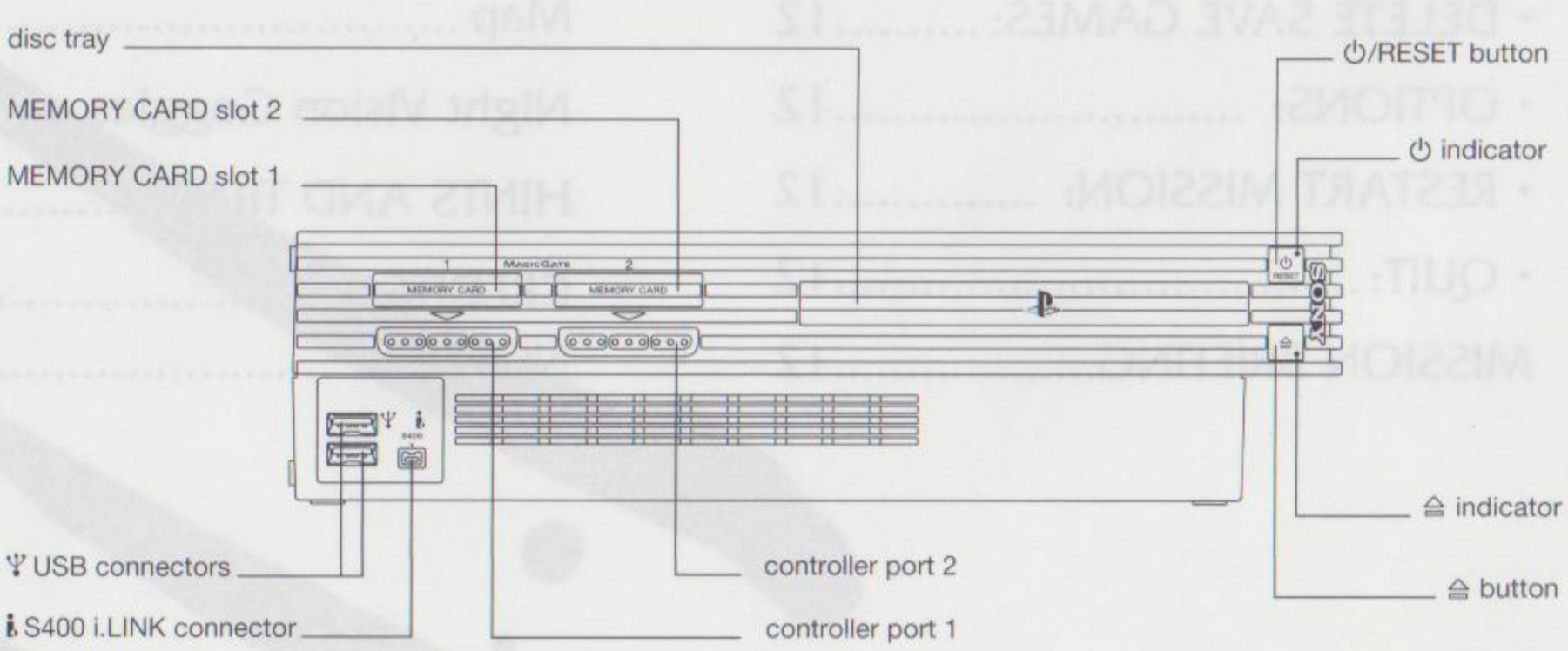
Place the HITMAN: CONTRACTS disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Follow the on-screen instructions and refer to this manual for information on using the software.

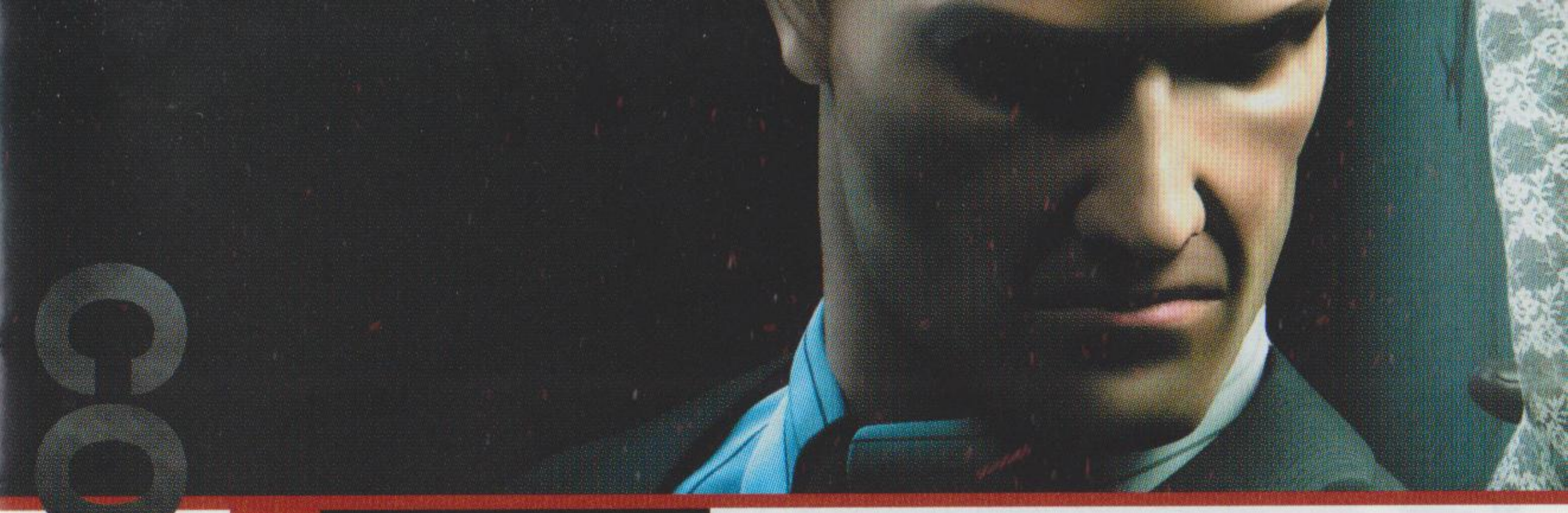
Note:

Only MEMORY CARD slot 1 is used to load and save game data. The digital controller cannot be used to play HITMAN: CONTRACTS.

Upon boot-up you will be presented with a screen that allows you to switch between 50hz and 60hz modes. If you are unsure whether your television supports 60hz you can use the TEST option to find out.

PlayStation®2 [front panel]





CONTROLLER

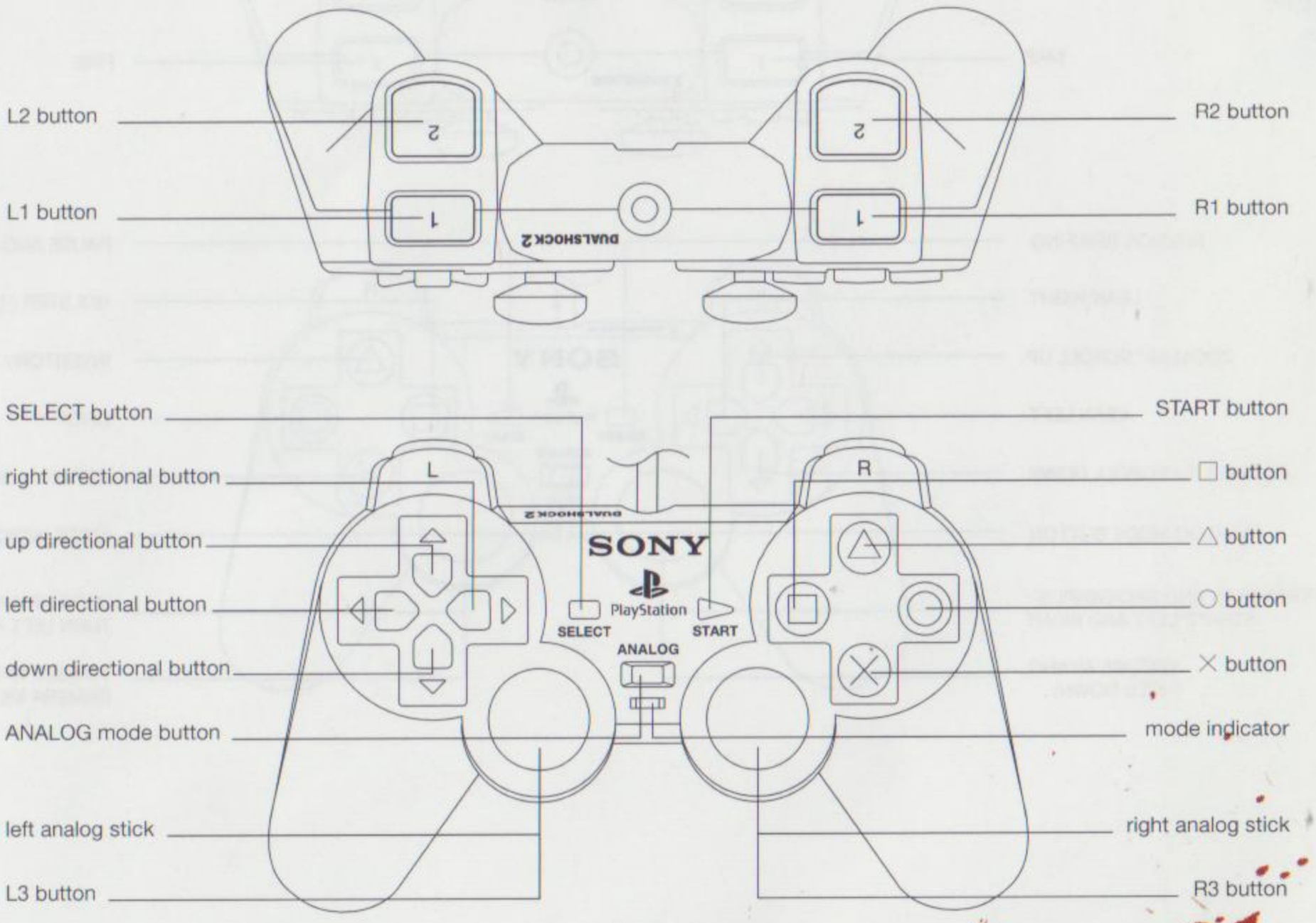
ANALOG CONTROLLER (DUALSHOCK®2)

HITMAN: CONTRACTS is best played with the analog controller (DUALSHOCK®2). The controller should be connected to controller port 1. The analog controller (DUALSHOCK®2) is always in analog mode (indicator : red). When Vibration function is ON, the controller will vibrate in response to game events. You can ENABLE or DISABLE the Vibration function from the OPTIONS menu.

Controllers/Accessories

Before starting play, make sure you have an analog controller (DUALSHOCK®2) inserted into controller port 1. Do not insert or remove controllers or accessories when the power is turned on.

Analog Controller (DUALSHOCK®2)

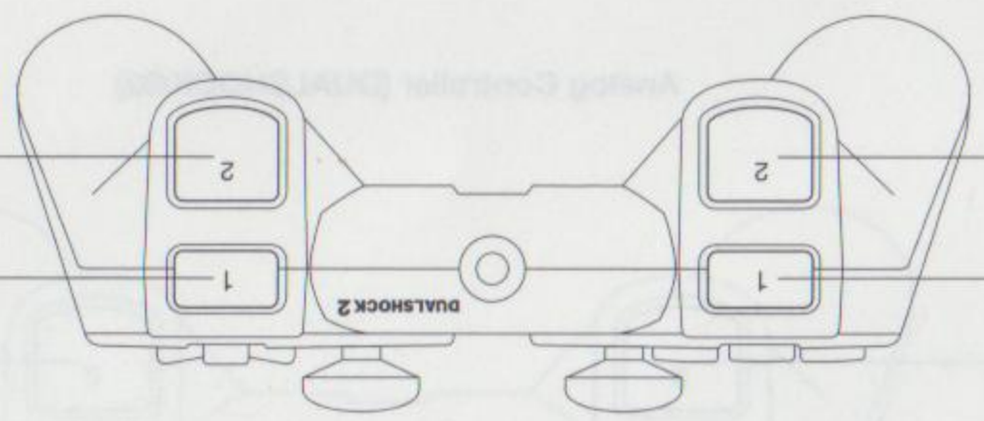


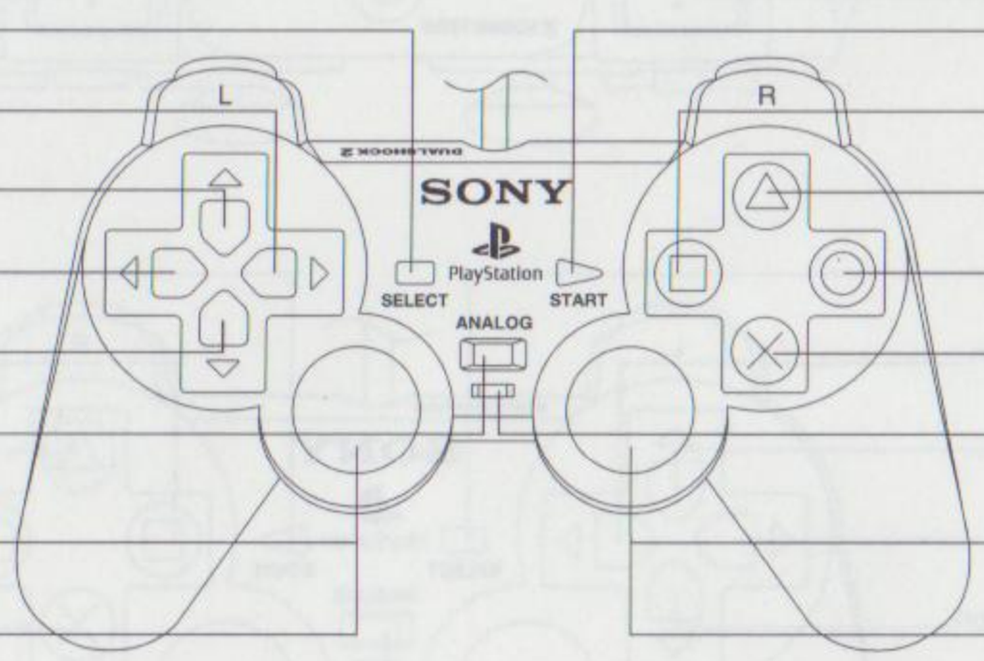
GAMEPLAY CONTROLS

GAMEPLAY CONTROLS

Within HITMAN: CONTRACTS there are 3 different control schemes to select from. This selection can be made from the CONTROLS menu.

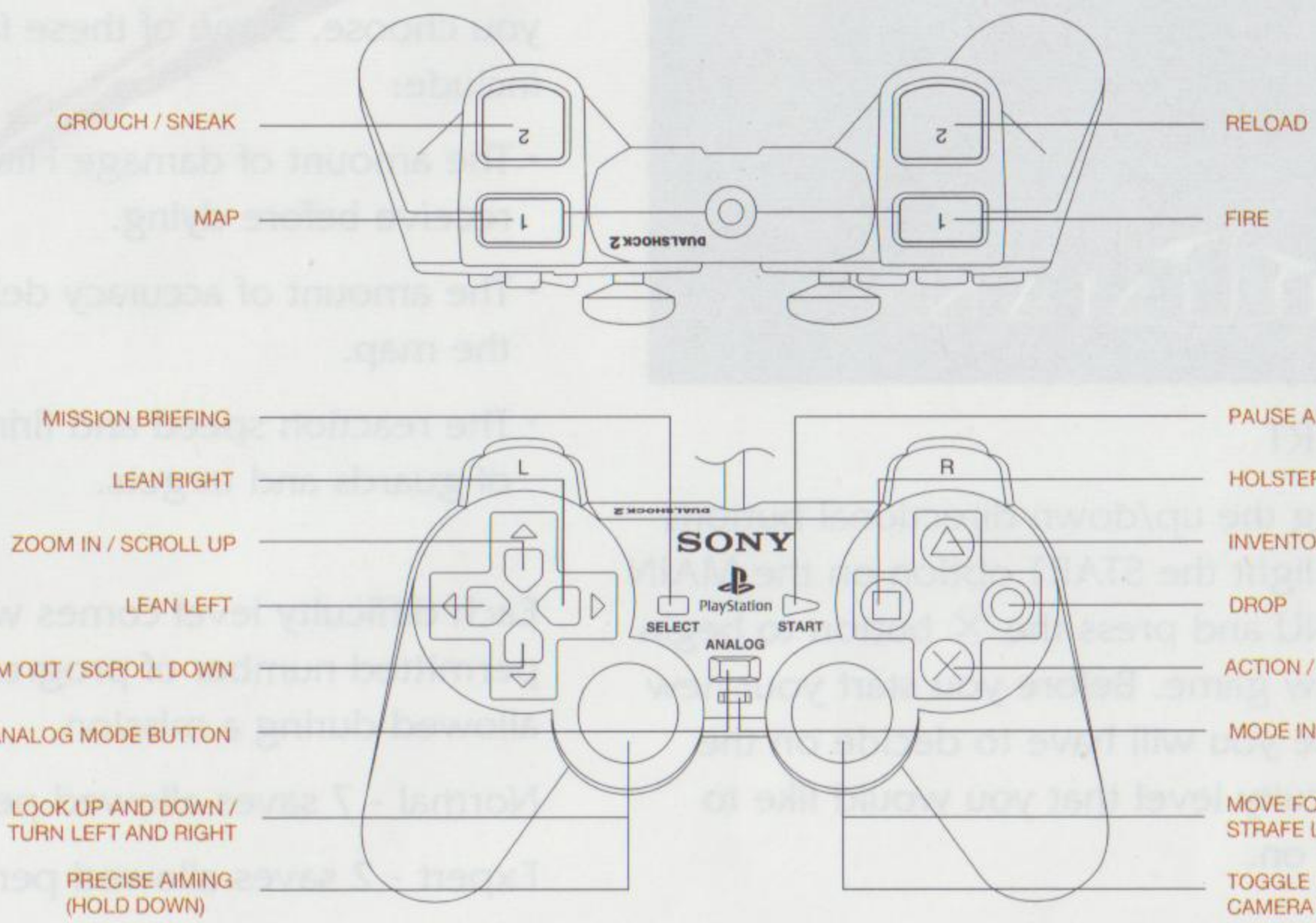
DEFAULT GAMEPLAY CONTROLS



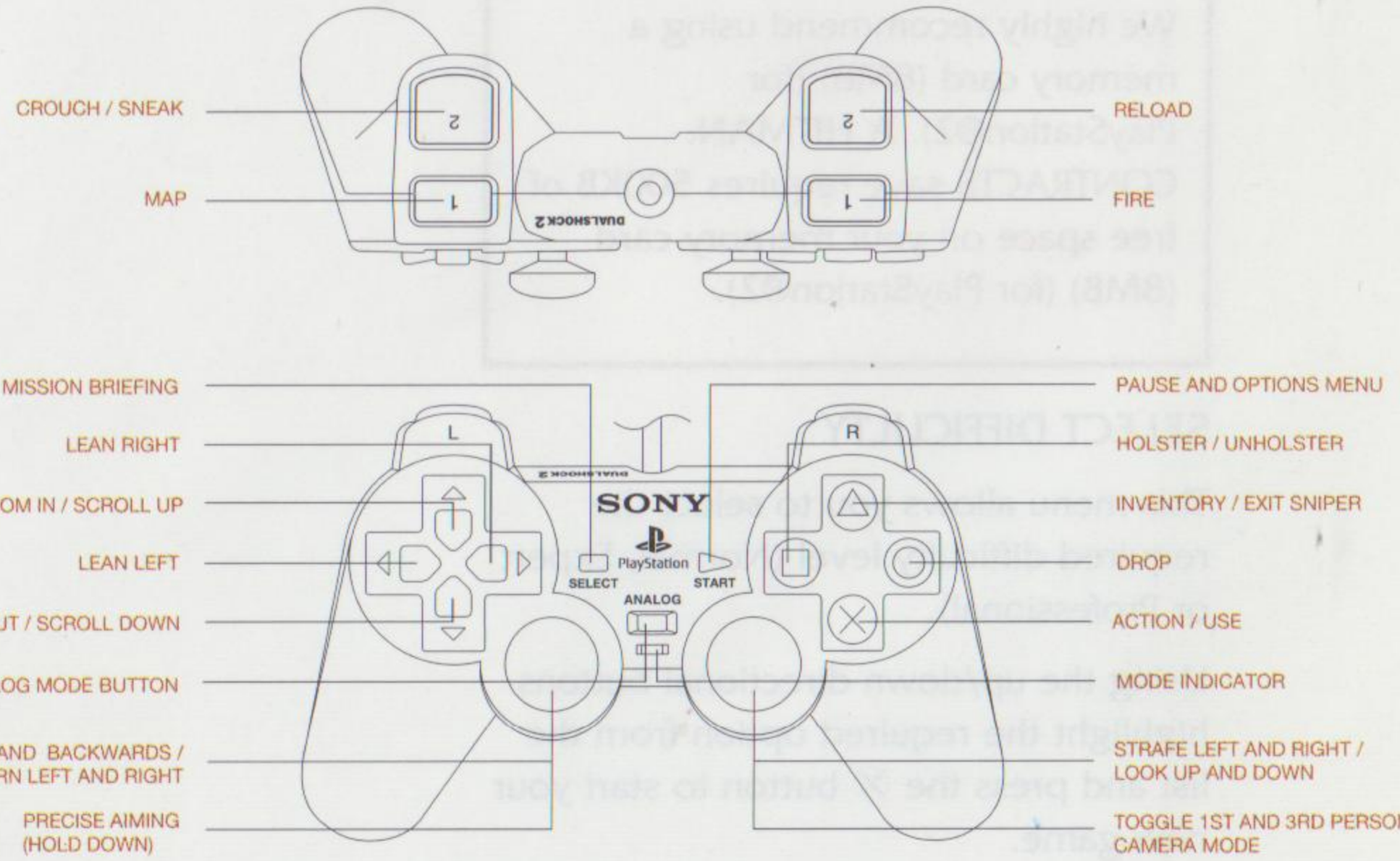


GAMEPLAY CONTROLS

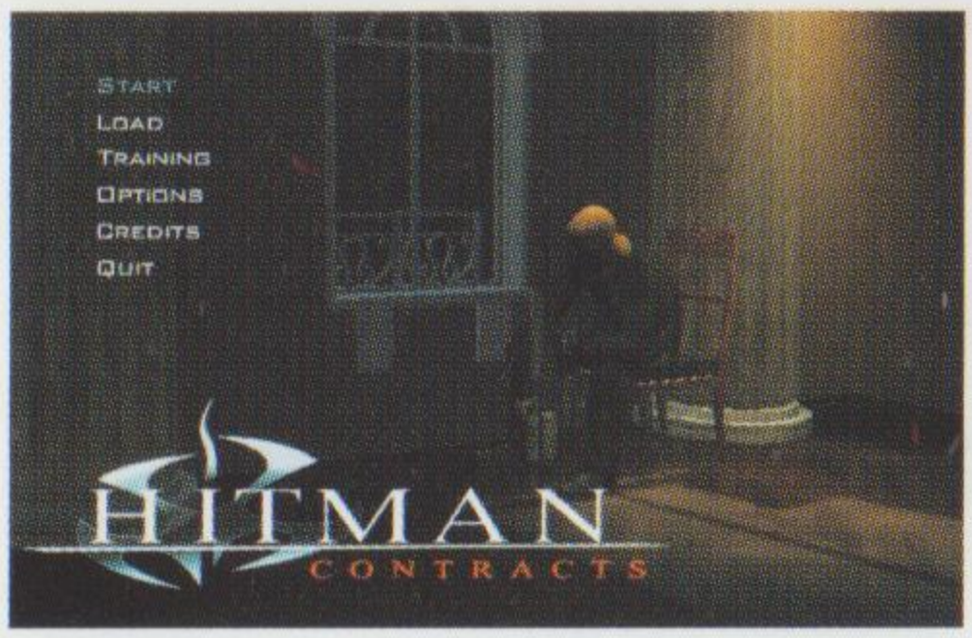
LEFT HANDED GAMEPLAY CONTROLS



SIMPLIFIED GAMEPLAY CONTROLS



MAIN MENU



START

Using the up/down directional buttons highlight the START option on the MAIN MENU and press the ⊗ button to begin a new game. Before you start your new game you will have to decide on the difficulty level that you would like to play on.

Note: You MUST have a memory card (8MB) (for PlayStation®2) to save your progress.

We highly recommend using a memory card (8MB) (for PlayStation®2). A HITMAN: CONTRACTS save requires 500KB of free space on your memory card (8MB) (for PlayStation®2).

SELECT DIFFICULTY

This menu allows you to select the required difficulty level (Normal, Expert or Professional).

Using the up/down directional buttons highlight the required option from the list and press the ⊗ button to start your new game.

There are a number of different factors that are influenced by the difficulty level you choose. Some of these factors include:

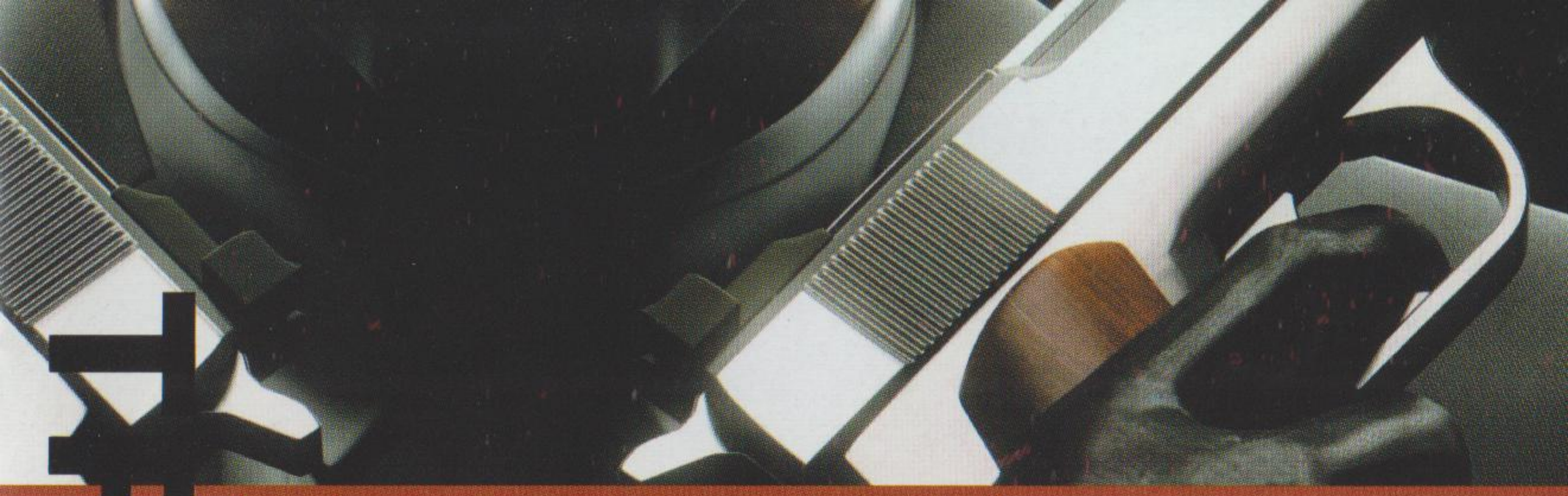
- The amount of damage Hitman can receive before dying.
- The amount of accuracy delivered on the map.
- The reaction speed and firing accuracy of guards and targets.

Each difficulty level comes with a permitted number of progress saves allowed during a mission.

Normal - 7 saves allowed per level.

Expert - 2 saves allowed per level.

Professional - 0 saves allowed per level.



LOADING AND TRAINING

LOAD

If you have previously saved your game it is possible for it to be continued from the LOAD screen that is accessed through the MAIN MENU.

Firstly ensure that you have the relevant memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1. If HITMAN: CONTRACTS save game data is found on the memory card (8MB) (for PlayStation®2) then a list of your save games will be displayed. Use the up/down directional buttons to highlight the required save game and press the ⊗ button to load it.

The game will now be restored at the exact point that it was previously saved.

TRAINING

The training area is designed to allow you to familiarize yourself with the controls and various abilities of Hitman in a non-hostile environment. It is highly recommended that you practice the techniques you will need before commencing your missions.

The training area also serves as a collection area for the weapons that are collected during missions. Each silhouette represents a weapon that can be collected or unlocked within the game.

OPTIONS

To open the options menu, select OPTIONS from the MAIN MENU; or press the START button to pause during a game and select "OPTIONS" from the menu.

Three sub-menus are available: Graphics, Sound and Controls Options.

(1) Graphics Options

This menu allows the configuration of graphics and display choices.

- Subtitles: Toggles the display of in-game subtitles.
- Blood and Gore: Toggles the display of blood effects.
- Adjust Screen: Follow the onscreen instructions to centre the screen for better viewing.

> Note: The Screen Adjust option is only available from the MAIN MENU.

(2) Sound Options

This menu allows the configuration of sound and audio settings:

- Music: Adjust the slider to control the volume of the music.
- Speech: Adjust the slider control the volume of the spoken dialogue.
- Effects: Adjust the slider to control the volume of the in-game sound effects.

(3) Control Setup

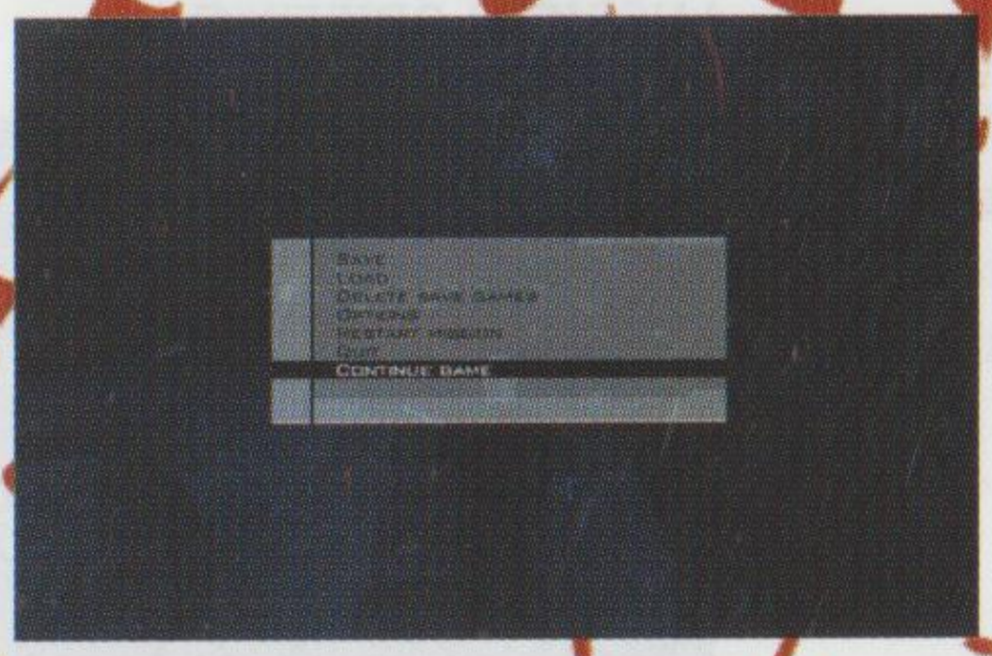
This menu allows the configuration of various control settings:

- Invert up-down aim: Changing the up/down aim option will switch the movement control on the Y axis. If you find yourself looking down at the floor when you want to be looking up then it is suggested you try adjusting this setting.
- Vibration Function: Toggle the setting to enable and disable the vibration function of the analog controller (DUALSHOCK2®)
- Horizontal Turn Sensitivity: This slider will adjust the speed with which Hitman turns. In order to turn faster please use a higher setting.
- Vertical Turn Sensitivity: This slider will adjust the speed with which Hitman looks up and down. Use a higher setting to make the response faster.
- Button Configuration: Choose between the 3 control schemes that are detailed on pages 6/7.

CREDITS

Select CREDITS from the MAIN MENU screen in order to display a list of the staff responsible for the making of HITMAN: CONTRACTS.

IN-GAME MENU



Press the START button at any time during play to pause the game and access the IN-GAME MENU. The following options are available from the IN-GAME MENU:

- SAVE:

As you progress through the game you will find yourself in situations where you would like to save your game.

To save a game:

(1) Press the START button to pause the game.

(2) Select SAVE from the menu.

(3) Highlight CREATE NEW in order to create a new save game or highlight the save game you wish to overwrite and press the ⊗ button.

(4) If your memory card (8MB) (for PlayStation®2) is unformatted, you will be given an option to format it or exit the save process.

(5) To resume a saved game, follow the steps in LOAD below.

Note: It is not possible to save your game whilst performing some complicated actions.

- LOAD:

Save games can be resumed from the LOAD option in the MAIN MENU or the LOAD option in the IN-GAME MENU.

Please ensure that you have the relevant memory card (8MB) (for PlayStation®2) inserted into MEMORY CARD slot 1. If HITMAN: CONTRACTS save game data is found on the memory card (8MB) (for Playstation®2) then a list of available save games will be displayed. Highlight the required save game and press the ⊗ button to load it.

The game should now be restored at the exact point it was saved.

IN-GAME MENU

IN-GAME MENU

• DELETE SAVE GAMES:

Save games can be deleted from the DELETE SAVE GAMES option in the IN-GAME MENU. Highlight the required save game for deletion and press the ⊗ button.

• OPTIONS:

Highlight this option and press the ⊗ button to enter the OPTIONS menu. The options available within this menu are the same as those found in the MAIN MENU.

• RESTART MISSION:

To restart the current mission, highlight this option and press the ⊗ button.

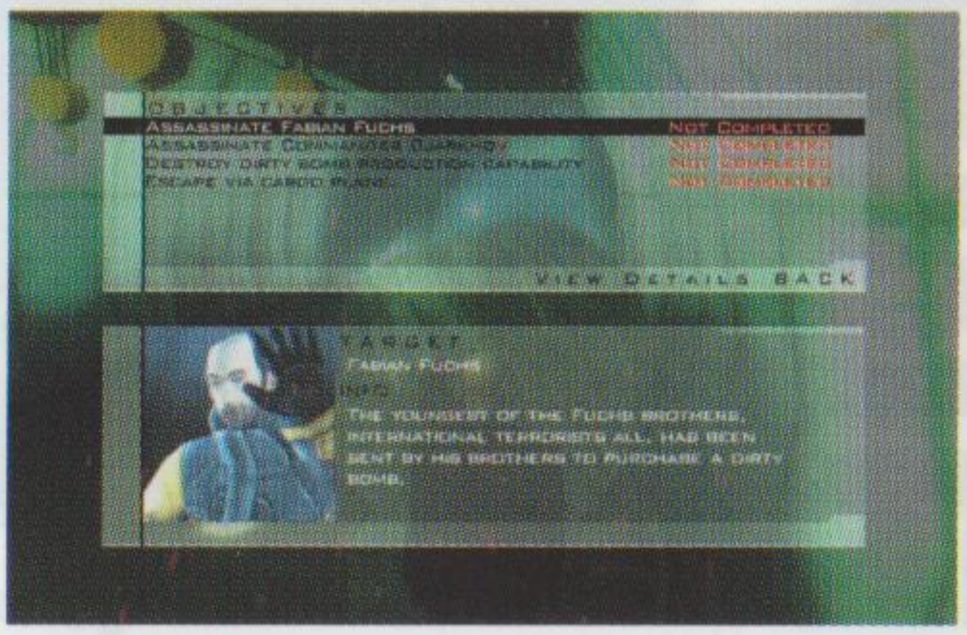
• QUIT:

Highlight this option and press the ⊗ button to quit the current game and return to the MAIN MENU.

• CONTINUE GAME:

Highlight this option and press the ⊗ button to exit the IN-GAME MENU and resume the current game.

MISSION BRIEFING


OBJECTIVES
ASSASSINATE FABIAN FUCHS
NOT COMPLETED
VIEW DETAILS
BACK
TARGET
FABIAN FUCHS
THE YOUNGEST OF THE FUCHS BROTHERS, INTERNATIONAL TERRORISTS ALL, HAD BEEN SENT BY HIS BROTHERS TO PURCHASE A DIRTY BOMB.

When Hitman receives a mission from Agency then the details are always delivered through the mission briefing screens. All information valid to the mission is stored within this briefing and can be displayed at any point during a mission.

The following information is usually available from the Briefing Screen:

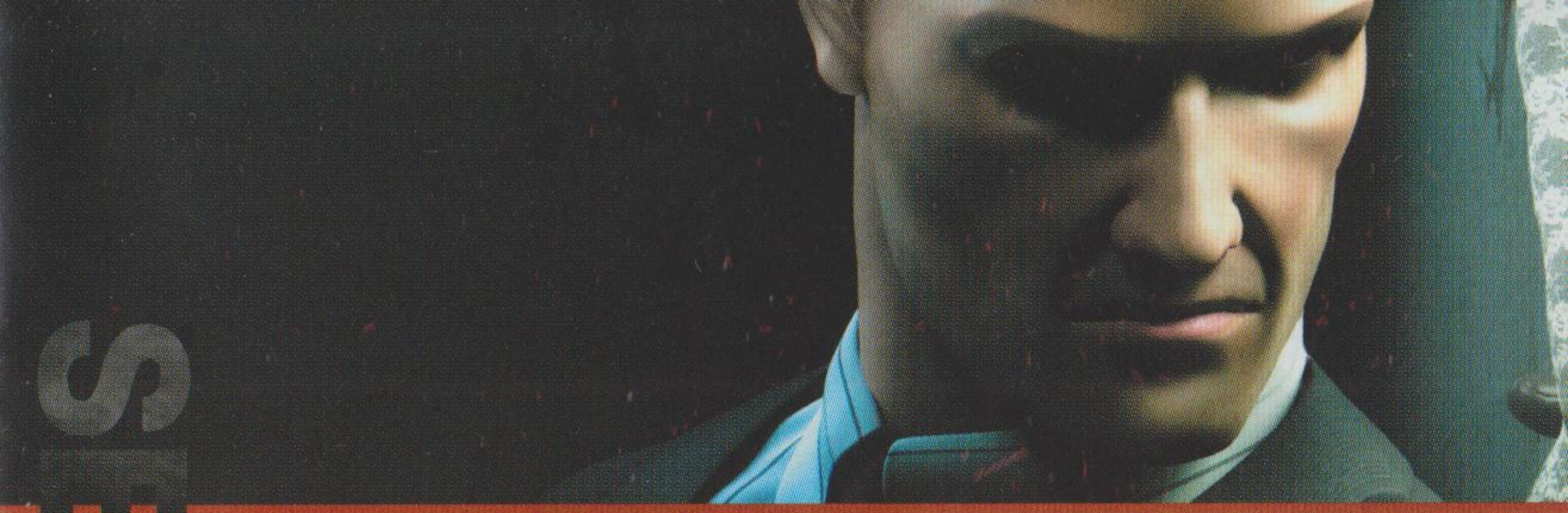
• Target profiles and descriptions.

• Any additional mission objectives.

• Background information on the mission scenario.

• Escape and exit points.

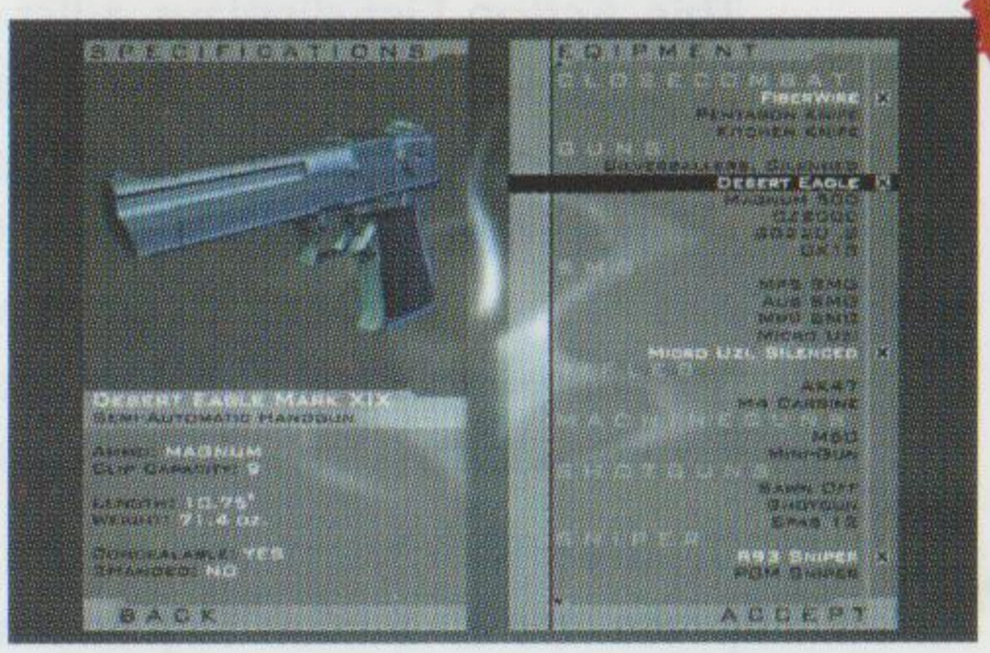
Once an objective has been met then it will be marked off as "completed".



SECTION 2

WEAPON SELECTION

WEAPON SELECT SCREEN



Once a mission has been completed successfully it can be replayed with the weapons that have been successfully collected in previous missions. These weapons are selectable from the "WEAPON SELECT SCREEN".

(1) Equipment:

A list of the weapons and equipment that can be taken along for the mission ahead. Highlight the required item to equip press the ⊗ button to add it to your inventory.

- When a weapon has been equipped it will be marked with a cross.
- To deselect a weapon select the weapon twice.

(2) Specifications:

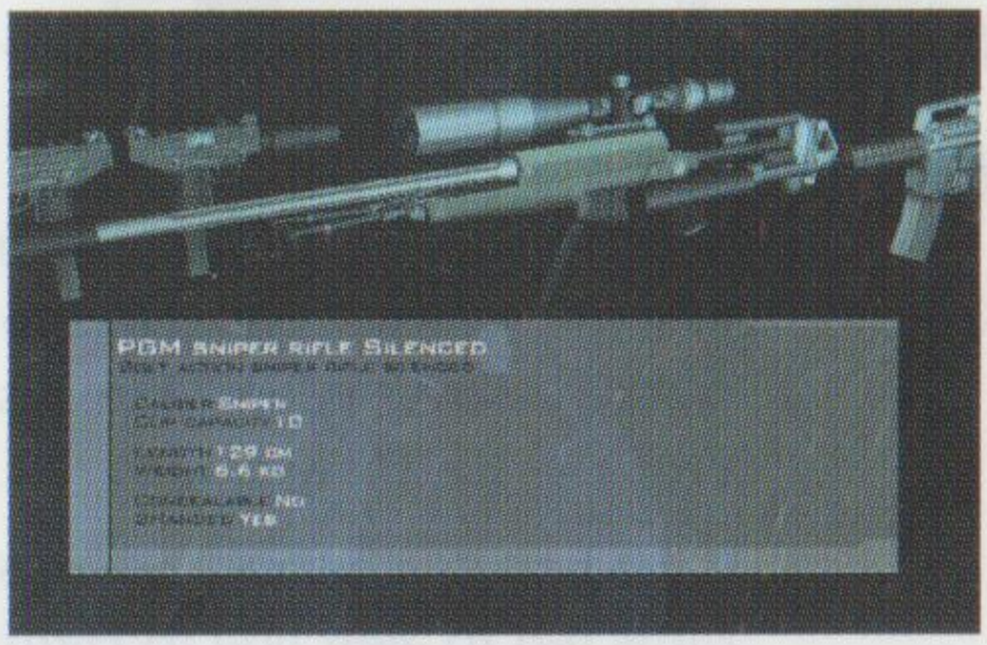
There the specifications for the weapons are displayed. The information detailed here can include: ammo type, caliber, clip capacity, length, weight and storage.

(3) Weapon Display:

An image of the currently selected item is displayed at the top of the specifications box.

Pressing the ◎ button will confirm your selection and exit this screen.

INVENTORY SCREEN:



This menu can be displayed at any time during a mission by pressing the △ button. This menu allows fast access to the weapons and item inventory. To use an item from the INVENTORY SCREEN highlight the required item using the ⬅➡ directional buttons and press the ⊗ button to equip it. To discard or drop an item highlight the required item using the ⬅➡ directional buttons and press the ◎ button. Detailed information on both weapons and items is displayed at the bottom of the screen.

Note. Some items that are crucial to Hitmans progress can not be dropped or discarded.

ON SCREEN DISPLAY

ON SCREEN DISPLAY

1) Health Bar:

Shows Hitman's current health: Every time Hitman sustains damage the bar will decrease. When Hitmans health is very low the bar will turn red.

If the bar dips below 25% capacity it turns red to alert you to Hitman's predicament.

> Note. Damage is location based which means a shot to the head is almost certain to kill you while a shot in the arm will not.

2) The Threat Meter:

Displayed next to the Health Bar, the Threat Meter gives an indication of the danger Hitman faces. An increase in movement signifies an increase in danger. The meter can alert you to potential problems such as a failed disguise and Hitman being spotted in restricted access zones.

3) Action List:

This Action List displays a list of context sensitive choices. The complex interactions available within the game environment are all controlled through this menu. Options selected within this list will enable the manipulation of doors, victims, vehicles and items.

If there is only one choice on the list press the ⊗ button to perform that action. If there are two or more choices then hold down the ⊗ button and use the up/down directional buttons to highlight the option required. The selected action will be performed when the ⊗ button is released.

ON SCREEN DISPLAY

4) Weapon Display:

Displayed in the bottom right corner of the screen, the Weapons Display shows a graphical icon of the currently equipped weapon.

5) Ammo Display:

A graphical and numerical display of the current ammo level in both the clip that is held within the weapon and the total bullet count for all remaining clips.

6) Crosshairs:

The crosshair represents the exact point at which Hitman is aiming. The size of the crosshairs indicates the accuracy of any shots fired from the currently equipped weapon.

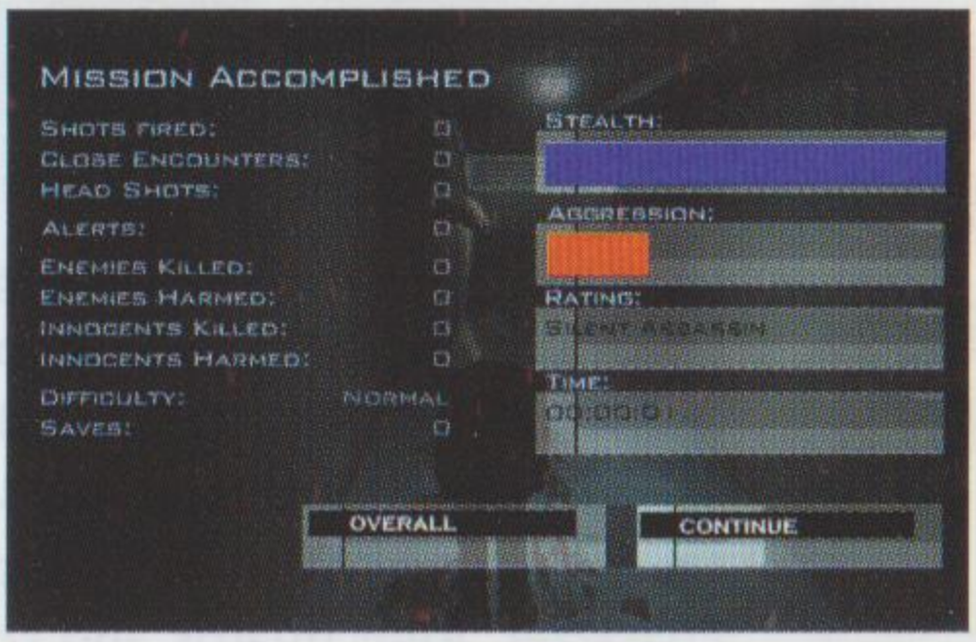
The larger the crosshairs the wider the grouping of any shots fired. When the crosshair turns red Hitman has targeted an enemy and any shots fired should always hit the target.

7) Information Box:

Any useful information and warning will be displayed in this portion of the screen.

STATISTICS

After a successful hit and the fulfillment of all mission objectives, a ratings screen is displayed to show performance levels. The statistics are presented as a mission and overall score and give a breakdown of the stealth and aggression levels used in the mission.



Note: It is possible to earn bonuses by completing missions with high level of professionalism.

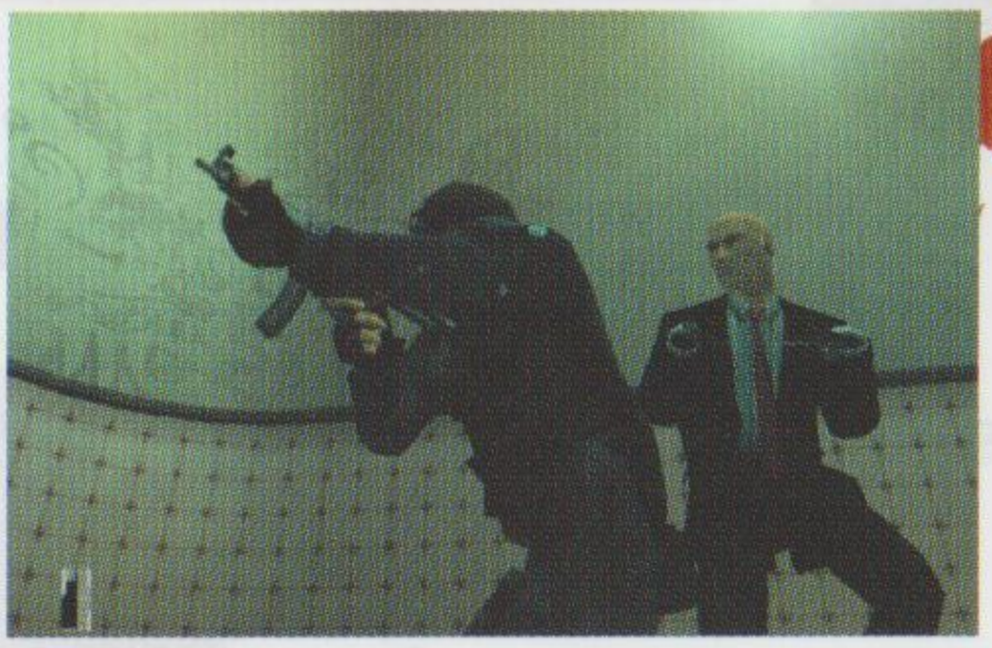
TECHNIQUES

WEAPONRY AND TECHNIQUES

Disguises

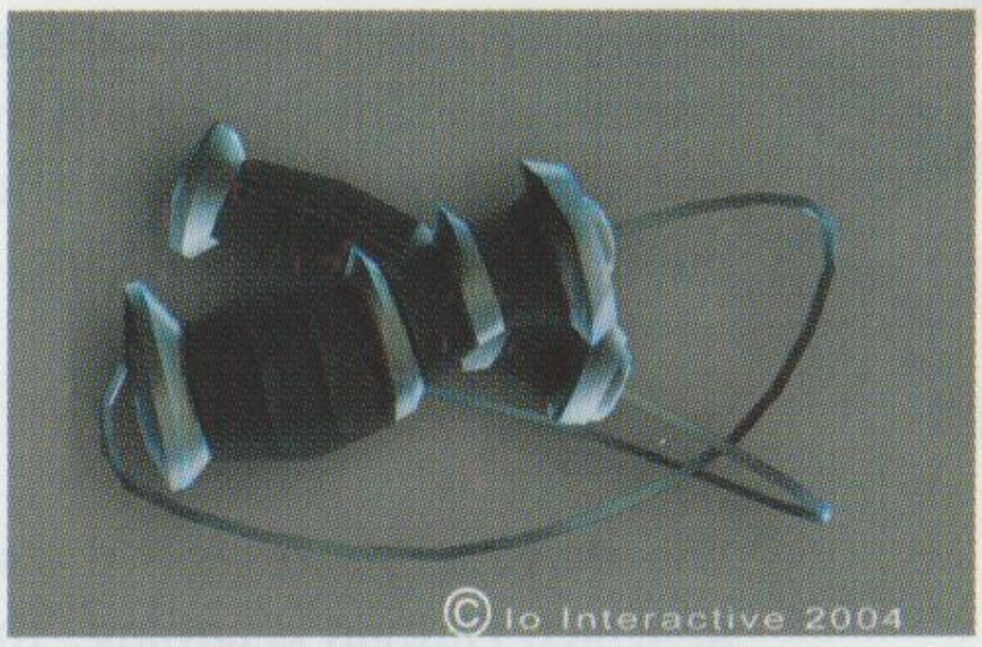
Disguises and costume changes can be used to throw off pursuers and gain access to otherwise restricted areas. When wearing a disguise it is important that you perform natural actions for that character. Alert guards and soldiers will notice suspicious behaviour and inconsistent weapon usage.

Sneaking



The ability to successfully sneak through areas undetected is a very important skill to master. When moving in sneak mode Hitman's movement is completely silent. With patience and skill it is possible to sneak through almost any environment and to creep up behind any enemy. Before entering rooms that could potentially contain a threat it is always worth spying through the keyhole or checking your map for activity.

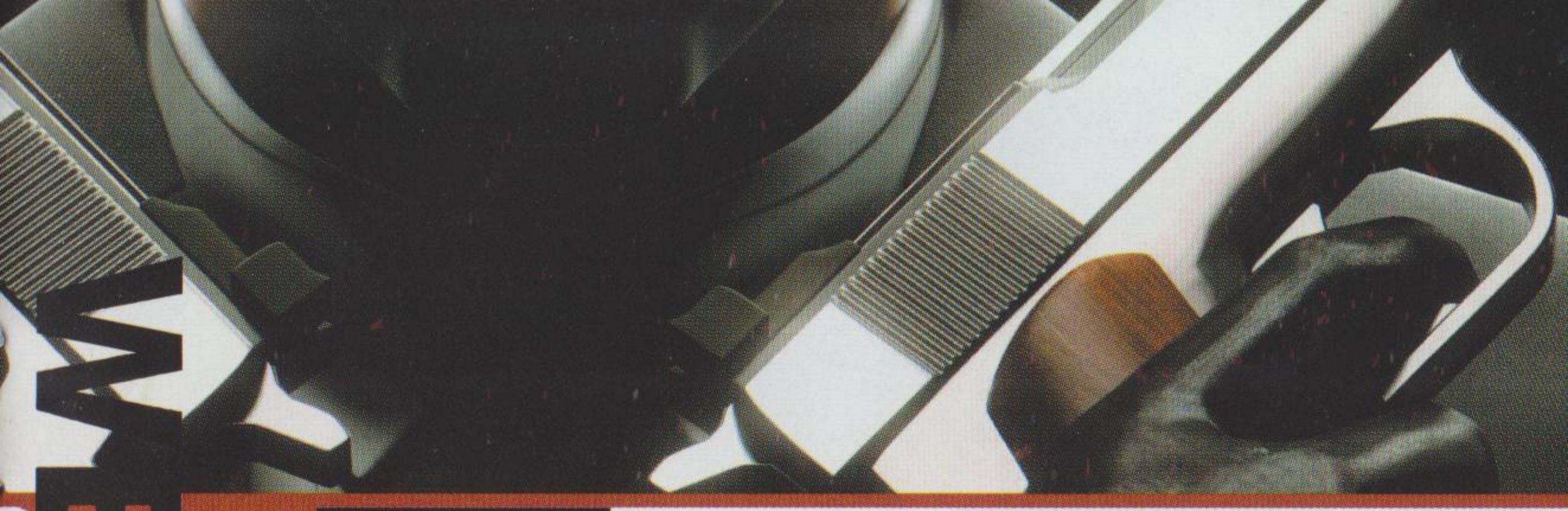
Close Combat and Silent Kills



Hitmans most powerful weapons are also the most difficult to master. Close combat weapons allow Hitman to neutralize his targets without raising alarms or creating unwanted noise.

The close combat weapons are at the most effective when used from behind on an unsuspecting enemy. In order to get close enough to use the weapons successfully Hitman must use sneaking techniques. Once in the sweet spot directly behind an enemy the fully charged close combat weapons will deliver a fatal blow.

The close combat weapons can also be used in melee attacks but their effectiveness is much reduced.



WEAPONS

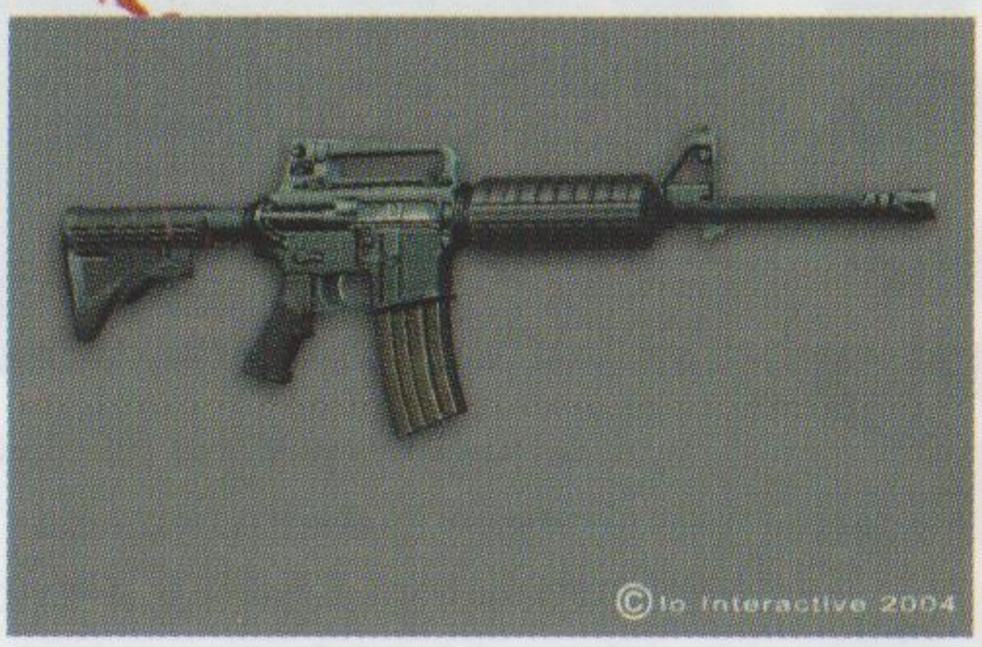
Pistols and Handguns

The pistols and handguns offer a wide range of power, capacity, and caliber. Easily concealed and once silenced, the pistol can be one of the most effective tools in Hitman's arsenal. When used akimbo, the pistols can pack a high level of firepower. Clip capacity and accuracy over distance are the main drawbacks for the handgun class.

Sub-Machine Guns (SMG)

Typically issued to commando forces in the military, the sub-machine guns are small, lightweight and often utilize pistol ammunition. Designed for use in close quarters, SMG's are often inaccurate but this is more than compensated for by the high rate of fire and maneuverability.

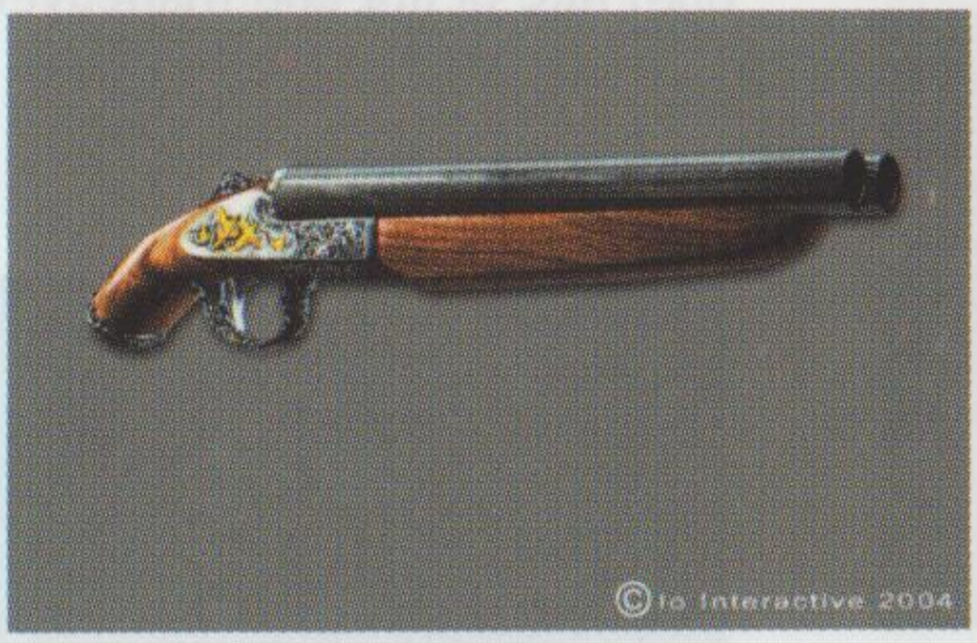
Assault Rifles



The military designed assault rifles were designed with fire support and combat over distances of up to 300m in mind. The rifle is in its element when used outdoors and over distance. Single shot and burst fire are a necessity if accuracy is to be sustained.

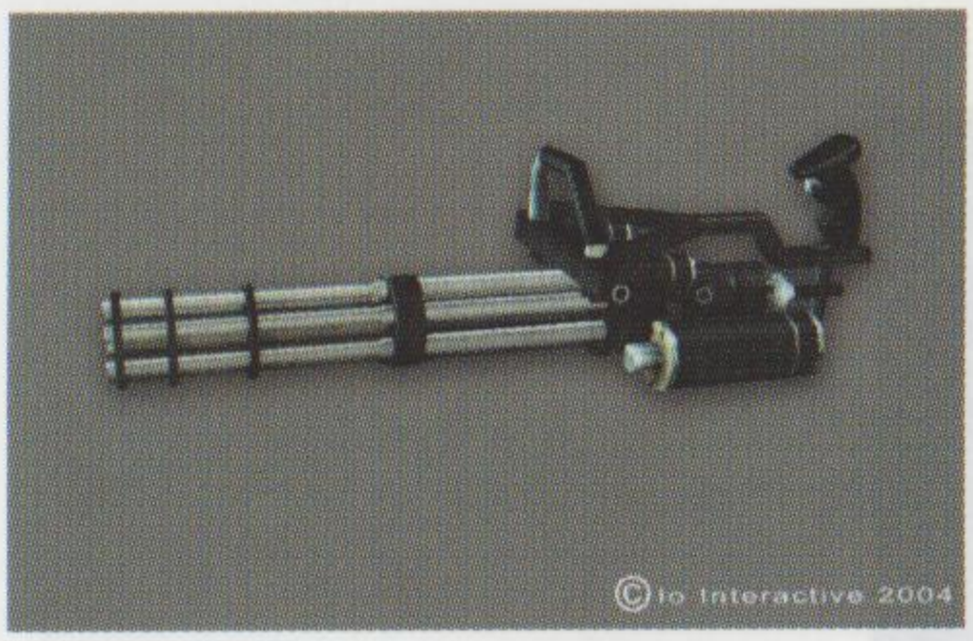
WEAPONS

Shotguns



Devastatingly powerful at close range, the shotgun is defined by its characteristics of having a smooth bore and firing 'shot' from an explosive cartridge. Designed for close combat situations the shotgun is mainly used by law enforcement agencies and as a hunting weapon.

Machine Guns

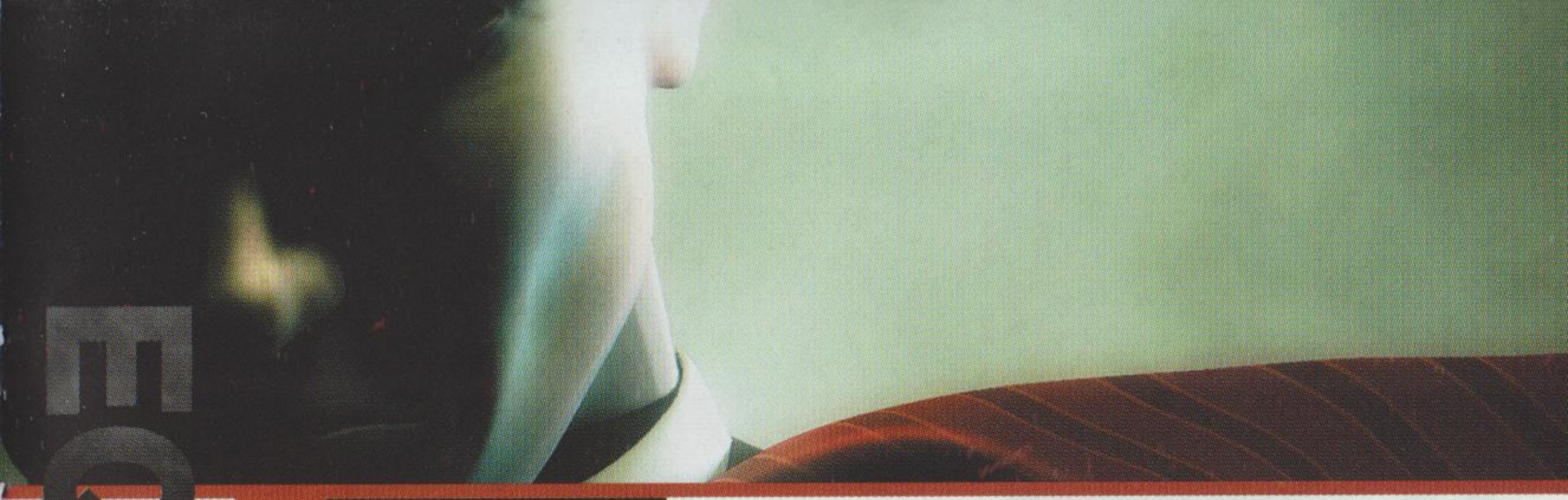


Fully automatic, low-caliber and capable of rapid fire, the machine gun is designed to provide suppressing cover fire more than aim and accuracy.

Sniper Rifles

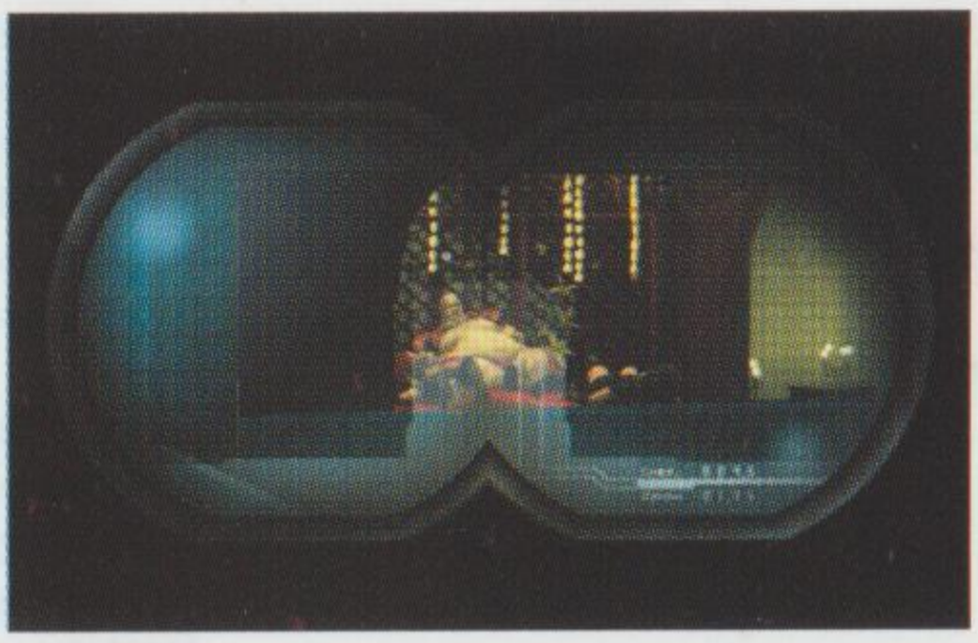
In the hands of trained professional, the sniper rifle is perhaps the most powerful of all projectile weapons. Offering precision and accuracy over long distances, the sniper rifle can be used to eliminate targets from a safe position. The W2000 Sniper Rifle is Hitman's rifle of choice and comes silenced and concealable within it's own briefcase.

Note. Crouching whilst aiming will improve the accuracy and reduce the movement of the rifle in Hitman's hands.



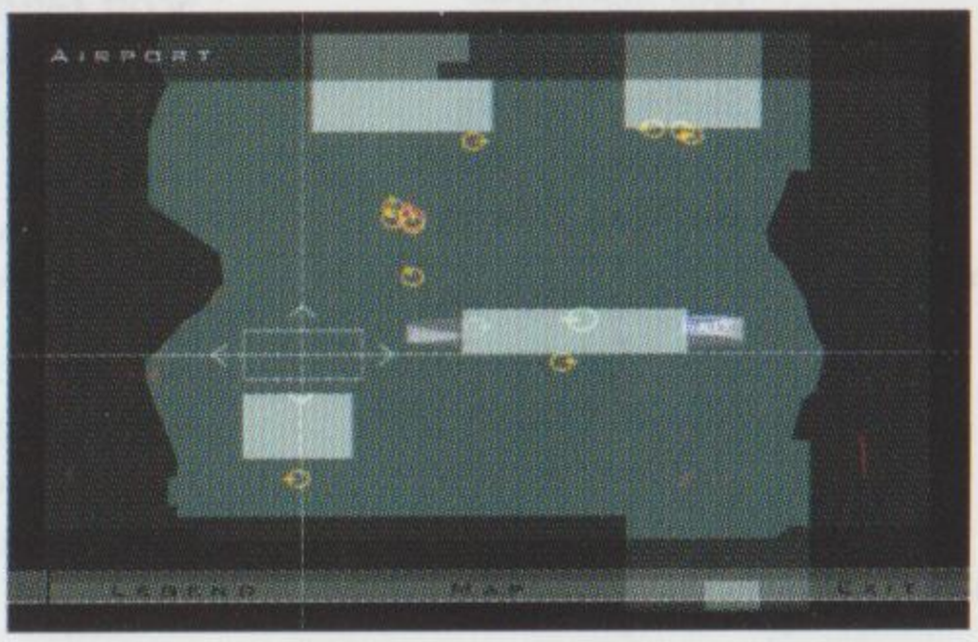
EQUIPMENT

Binoculars



Excellent for surveillance and spying on targets from a distance.

Map



Hitman comes equipped with a map of his surroundings at all times. Planning your route can often prevent unwanted surprises and will often reveal hidden access points.

Night Vision Goggles

When worn in a dark environment the night vision goggles will amplify the light levels allowing navigation through darkened areas. Normally confined to military use the NVG will draw suspicion if noticed by guards or civilians.

HINTS AND TIPS

- Proper planning will always increase the chances of making a successful hit. Spend your time on surveillance and try changing your approach if your current plan isn't working.
- High caliber ammunition will penetrate doors and obstacles.
- Sound is a Hitman's friend. The sound of loud music can often mask the sound of gunshots allowing the usage of firearms to go unnoticed.
- Pay attention to the Threat Meter when accessing areas that are out of bounds.

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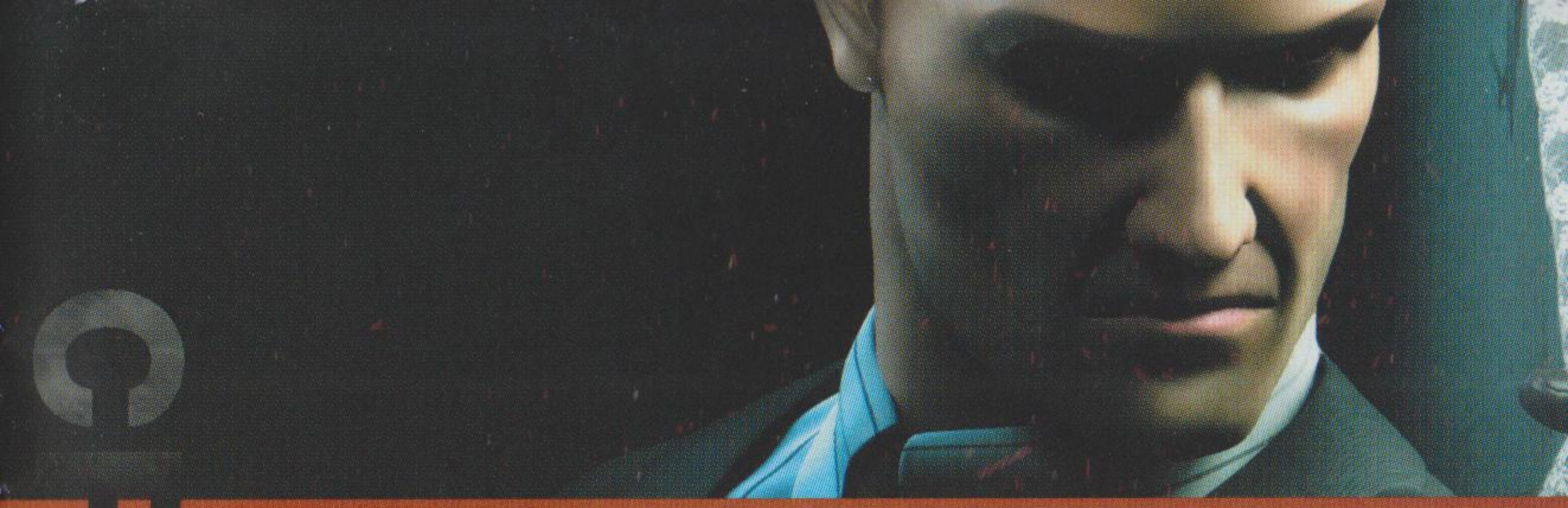

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Sub Publisher: Rock Music Publishing (Taiwan) Co., Ltd.

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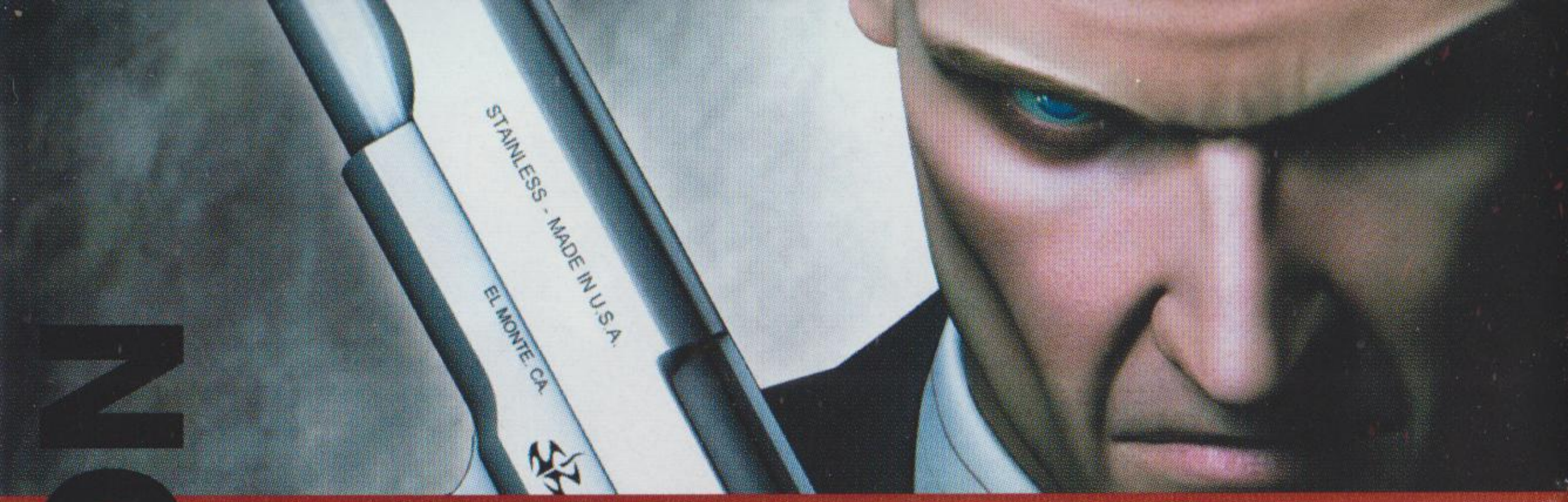

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SAFETY INFORMATION

This instruction manual contains important safety and health information that you should read and understand before using this software.

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

[WARNING: AVOID DAMAGE TO YOUR TELEVISION]

Do not use with certain television screens and monitors. Some televisions, especially front- or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

NEED SOME HELP?

WEB SUPPORT AT WWW.EIDOS.COM

TECHNICAL HELPLINE: 0870 9000222

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